

## Highland Scots Soccer U6 Division Rules and Regulations

### Law 1 – The Field of Play:

- Dimensions: The field of play must be rectangular.
- The length of the touchline must be greater than the length of the goal line.
- Length: Recommended: minimum 60' - maximum 90'.
- Width: Recommended: minimum 45' - maximum 75'.
- The Goal Area: None.
- The Penalty Area: None.
- Flag posts: None.
- Goals: May be standard goals or cones for this division with size being based on field size (5' x 10' or smaller).

### Law 2 – The Ball:

- Size three (3).

### Law 3 – The Number of Players:

- A match is played by two teams, each consisting of not more than four players. There will be no goal keeper. A match may be played with a minimum of three players. The number of players will be equal on both sides.
- Substitutions: Unlimited. Planned substitution at 4- minute mark (clock still runs) and at any stoppage.
- Playing time: Each player SHALL play a minimum of 50% of the total playing time. Teams and games may be coed.

### Law 4 – The Players' Equipment:

- Shin Guards located under knee-high socks are required. Shin guards may not be exposed.
- Appropriate athletic shoes required. Soccer cleats strongly recommended but not required.
- Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams. Hoods must be tucked under shirt.
- No jewelry, bracelets, earrings, hats, or any item that is hard which could possibly injure themselves or another player.

### Law 5– The Referee:

- A Parent helper or Coach may be used. All infringements shall be briefly explained to the offending player. The goal at this age is to have fun and provide basic instruction.

### Law 6 – The Duration of the Match:

- The match shall be divided into four equal, eight minute quarters.
- There shall be a two-minute break between quarters and a five minute halftime.
- Teams will not switch ends.
- Game time will be running time; no stoppage for substitutions, instruction, etc.
- Score will not be recorded.

**Law 7 - Offside:**

- There will be no offside calls.

**Law 8 – Fouls and Misconduct:**

- Any major infractions such as deliberate pushing, shoving, and tripping shall result in a direct free kick (i.e., you can score from a free kick).
- Any handball will only result in the Coach reminding the player not to use their hands.
- The referee/coach/parent must explain ALL infringements to the offending player.

**Law 9 – Free Kicks:**

- All free kicks are direct and opponents are at least four (4) yards from the ball until it is in play.

**Law 10 – The Penalty Kick:**

- There are no penalty kicks for this age level.

**Law 11 – The Goal Kick:**

- A goal kick is a free kick taken by a defensive player after the ball, having last been touched by an offensive player, has gone out of bounds over the goal line.
- The goal kick should be taken within 2-3 yards of the goal line anywhere across the width of the field of play at the nearest point from where the ball was retrieved. Opposing players must be four (4) yards away from the ball until it is in play. It is suggested that if necessary that opponents are in their own half of the field until the ball is in play.

**Law 12 – The Corner Kick:**

- A Corner kick is awarded to the attacking team when a defender last touched a ball that crossed entirely over the goal line, taken from the corner arc on the side of the field where the ball went out of play.
- Opponents must remain at least four (4) yards from the ball until it is in play.

**Law 13 – Throw in:**

- Throw-ins are two handed with both feet on the ground.
- Both hands are directly over-head.
- Player may take running start and slide back foot so long as the toe portion of the shoe remains on the ground.
- Feet are not to completely cross over the toe-line. Touching the line is acceptable.
- Infringements will be instructed by Referee and player will be awarded a re-do.
- All opponents must stand at least 4 yards from the point at which the throw-in is taken.
- A goal cannot be scored directly from a throw-in.
- If ball doesn't come directly into play a re-throw will be given.